

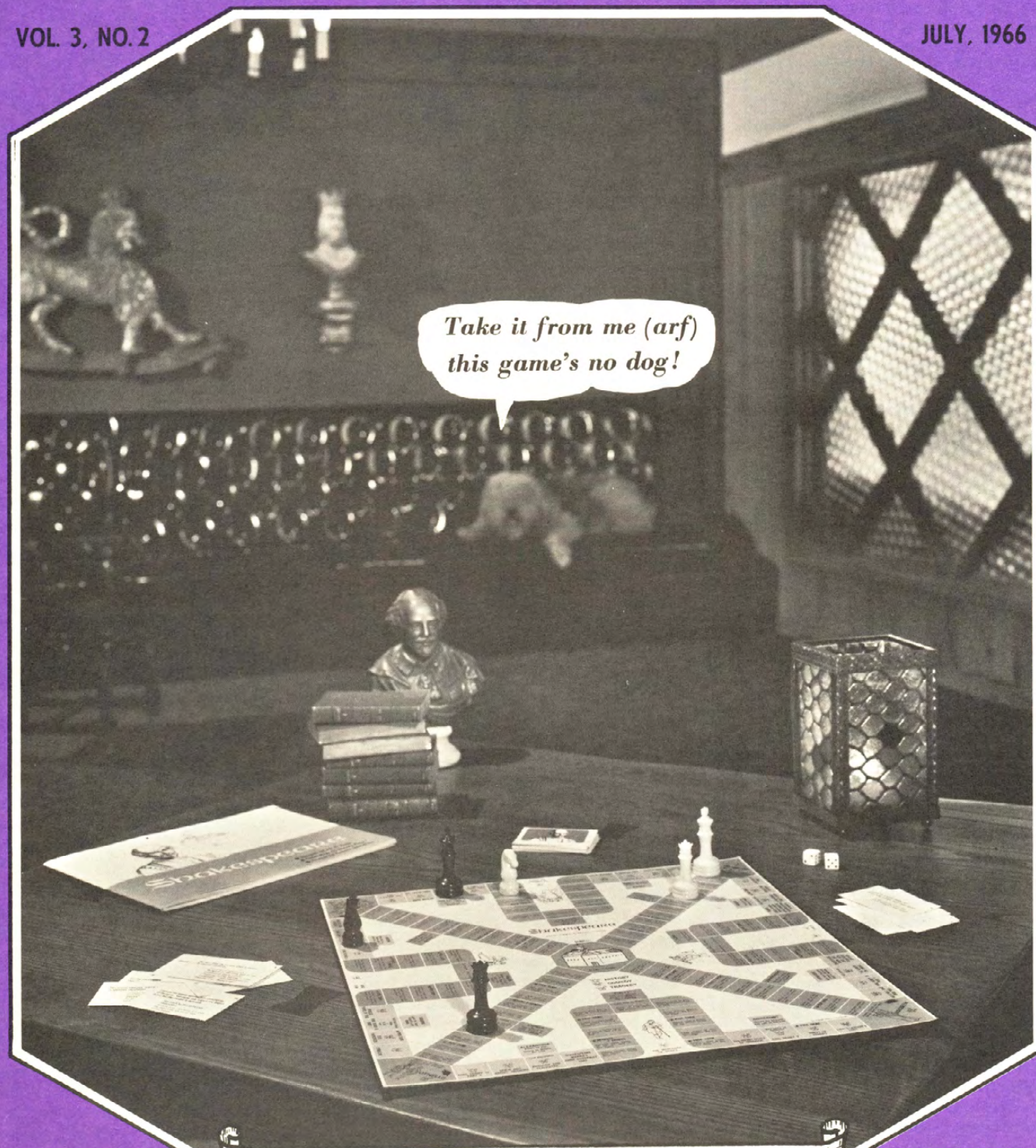
☆ ☆ ☆ ☆ ☆
The AVALON HILL

GENERAL

Publication Office: 4517 Harford Road, Baltimore, Maryland 21214

VOL. 3, NO. 2

JULY, 1966



\$1.00 PER ISSUE

Shakespearean Chess
NEW STRATEGY GAME FROM AVALON HILL

FULL YEAR \$4.98

★ ★ ★ ★ ★ GENERAL

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

All back issues, except Vol. 1, Nos. 1 & 4, which are out of stock, are available at \$1.00 per issue. Full-year subscriptions @ \$4.98.

©1966 The Avalon Hill Company, Baltimore, Maryland, printed in U.S.A.

Cover Story... Shakespeare Game Set for Summer Release

At sometime or other you've probably heard of a fellow named Shakespeare. He's dead now -- but his works will live forever. (Would you believe 6 more months?)

The concept of this game revolutionizes the entire educational industry. We think of this new concept as "sugar-coated" education where players can enjoy themselves in the pursuit of culture. Let's face it, Shakespeare can be a rather dry subject... but not when it is reduced to the format of a game that can be played on various levels of skill and knowledge. Shakespeare is actually 3 games in one, beginning with the basic game that requires no knowledge of Shakespeare whatever, graduating to the tournament version designed to shake down the self-styled Shakespearean buffs.

Includes all Plays

Play of the game centers on Shakespeare's most famous quotations and knowledge of his characters. A 52-page booklet that comes with the game includes synopses of all 37 Plays plus interesting bits of historical information on the period in time covered by the Plays. A biography of the great bard, himself, is also included. (Great for students flunking English Lit).

Naturally, the game is exciting to play. Believe it or not, the play of the game invokes the same tactical and strategical thinking that is required in our series of battle games, symbolic of this is the fact that the game includes actual chesspieces as playing pawns.

Avalon Hill's Consumer Test Panel gave it a beautiful rating (otherwise, we wouldn't even have considered publishing it) and its introduction recently at the American Booksellers Convention created a fantastic degree of interest. This was highly encouraging especially since we didn't have anything to show them except the prototype. So encouraged were we that our sales department decided not to wait until Fall to introduce it to the public as originally planned. Instead, the game will be available this month, July, on a first come, first served basis.

To Retail for \$6.98

Shakespeare will be displayed in all of the better bookstores and department stores. Those who wish to order directly from Avalon Hill should send \$6.98, adding 65¢ special delivery if you wish rush shipment. Subscriber orders will be given priority and shipped immediately on the release date in July.

As certain members of our Test Panel exclaimed... "you'll become enchanted with Shakespeare's works that includes 5 poisonings, 6 stabbings, 10 suicides, 14 executions, 19 murders and 26 other killings of a miscellaneous nature..." "thrill to the telling of such Plays as Titus Andronicus which is highlighted by the scene where execution victims are presented to the empress baked in a pie."

Truly, a great game for family fun.

Advertise Yourself...

Many of you have obtained new opponents by advertising in the Opponents Wanted Section of this magazine.

Several have gone one step further and advertised right in the games themselves. By slipping a note into the games on the store shelves, they have been able to make acquaintances with potential new purchasers of Avalon Hill games. From an idea first presented by Sgt. Louis Zocchi, Avalon Hill has printed up announcements that are now available to subscribers for this purpose. The forms simply state that the purchaser of that particular game should call or write such and such a person if he knows of no one else who plays Avalon Hill Games.

These 3" x 5" announcements are free of charge to subscribers... to get a stack simply send us a standard envelope containing your name and address and first class postage. Make sure you specify "Announcements" on your order.

Guadalcanal Jungle Tactics

by John E. Dotson

As those of you who have gotten your copies of Guadalcanal have no doubt discovered, the tournament rules concerning jungle combat present the player with problems quite different from those encountered so far in Avalon-Hill games, just as the real campaign gave the generals something new to worry about. Along with those new problems though, are new opportunities. Most obvious of these is the fact that, if you play your cards right, the necessity for soak-off attacks is largely eliminated. This is especially important for the Japanese player who must conserve his limited strength. It is also important to the U.S. player to conserve the strength of the 1st Marine Division during that long wait for reinforcements. In the jungle you may attack only where it is necessary to obtain your objective. The jungle screens you from the units on your opponent's flanks.

Speaking of flanks, security is more of a problem in the undergrowth. It is especially important not to leave any space between units there. If you do, you will probably find you have been infiltrated, surrounded and clobbered. In normal terrain a long line can be maintained by a series of strong points whose zones of control overlap. Not so in the jungles of Guadalcanal, where a line must be continuous.

The most subtle, and one of the most effective, jungle tactics involves attacking a unit on the edge of, but not in, the forested area. If you can move a unit up to your opponent, who is on a clear square, and wait, leaving it up to him to attack or withdraw in his turn, you reap the advantages the Combat Results Table gives to the defense. Remember his zone of control does not extend into the jungle, while yours does extend into the clear terrain. When doing this you should first be sure that he cannot mount an overwhelming counterattack. And remember to guard against infiltration! This technique is especially good for attacking across those streams which have jungle along their banks. Using the jungle as a screen you can occupy the river square and steal your enemy's defensive doubling right away from him!

In the tournament version of Guadalcanal Henderson Field is the objective, the lynchpin of strategy. To win, the Japanese player must occupy the airstrip for a considerable length of time. His best strategy is to get in there as soon after the Oct. 11 turn as possible, then hold on, accumulating that 7 point per turn allowance for as long as possible. Then, if you use the Optional Tournament Rules, when the Japanese

can no longer hold Henderson they should evacuate as quickly as they can and end the game before the U. S. player gets too many points. The U. S. player in his strategy should deprive the Japanese of those 7 points per turn as long as possible. If the American makes taking Henderson expensive enough when the bulk of his forces arrive there will only be some mopping up to do. A really good defense should deny the airfield to the Japanese completely.

Whether Henderson Field is taken by the Japanese or held by the Marines frequently turns on the use each player makes of his artillery. The Japanese, especially, should attempt to eliminate as much of the American artillery as possible. It is disheartening, to say the least, to see your 3 to 1 attacks dwindle away to 2 to 1, or 1 to 1, or worse under an effective defensive barrage. Admittedly, it is tempting to put your artillery to work on those big piles of units where there is a chance to eliminate a large number of combat factors in one turn, but you will lose more in the long run if you leave your opponent's artillery intact. I have assumed your enemy has had enough sense to keep his artillery units in small stacks. If he hasn't, then so much the better, you can really pour it to him then. Don't forget to engage artillery to make them fight as infantry if you can. You may eliminate some and even if you don't you have deprived your opponent of their use for that turn. This advice applies to the American commander too, but it is harder for him to follow since he frequently must use his guns to stop dangerous Banzai attacks. The Optional Tournament Rules give the Jap an advantage which he should be quick to use: most of the Japanese artillery units have a longer range than most of the American Artillery, enabling them to engage in counter-battery fire without receiving any.

In parting I would like to suggest that units should be required to appear when the Order of Appearance calls for it. Guadalcanal assumes as part of the game that the naval campaign progresses as it did historically. The Japanese could have had many more troops on the island than they actually did, had they not been intercepted by the U.S. Navy. On the other hand, if it had not been for the Japanese Navy American supply and reinforcement would have been easier. Since reinforcement was not up to the commanders on the island, it should not be optional for the players either.

THE D-DAY THAT WAS: NOTES AND COMMENTS

Mr. Fellows' article in the May,

'66 issue of *The General* had the excellent idea of giving the habitually winning Germans of D-Day a real problem: to try to do something with the original Nazi battle plan. I speak from experience, having tried it once I was quickly and thoroughly trounced. Even more realism than Mr. Fellows gives us is possible, however. While the West Point Atlas of American Wars is good there are several other sources the real war game buff cannot afford to ignore. These are the various official histories issued after the war. They are based on exhaustive research by excellent scholars and are the source of a wealth of detailed information. The best are The United States Army in World War II, an enormous set, work on which is still in progress, and History of the Second World War, its British counterpart. A Master Index and Readers Guide to the U. S. Army in W. W. II can be obtained from the Superintendent of Documents, Government Printing Office, Washington 25, D. C., as can any of the volumes in the history (price of the Index is 75 cents). In addition the official histories of the Canadian, Australian and New Zealand armies can be very useful for campaigns in which they were involved.

To supplement Mr. Fellows' article I give below the exact unit placement of the original German plan. My source was the volume of the British official history entitled Victory in the West, vol. I: The Battle of Normandy. (Map opposite p. 120). Some difference of placement will be noticed between Mr. Fellows' article and mine. This seems to be due to a difference in opinion concerning how best to place the units on the stylized D-Day playing board. Naturally positions given on a normal map do not fit exactly.

EXACT UNITS:

Static divisions:

16LW - F-13	266 - U-40
17LW - R-30	319 - Q-35
18LW - M-22	(actually stationed on
47 - M-23	the Channel Islands)
48 - L-20	326 - O-25
49 - N-24	338 - SS-32
148 - RR-25	343 - V-43
157 - LL-27	344 - O-25
158 - FF-41	346 - Q-28
159 - PP-47	347 - F-13
165 - K-18	348 - P-26
182 - M-22	708 - II-42
189 - HH-30	709 - R-34
242 - TT-31	711 - T-32
243 - O-34	712 - K-19
244 - TT-29	716 - S-32
245 - Q-27	719 - H-15
265 - X-42	(There was also the
19LW Div., which was in the process	

of being transferred to Italy, near Brussels)

Infantry:

77 - V-38	275 - AA-41
84 - S-28	276 - RR-48
85 - P-24	277 - SS-36
91 - S-35	331 - M-23
271 - RR-34	352 - S-33
272 - UU-39	353 - V-43

Parachute:

6/2 - optional, but as Mr. Fellows said, "stay around Brittany."

3 - W-42
5 - X-38

Armor:

2 - Q-25	1SS - M-16
9 - QQ-32	2SS - OO-40
11 - LL-42	12SS - V-31
21 - U-33	Lehr - Y-31
116 - T-28	

Panzer-Grenadier:

17SS - BB-34

To be placed as in A-H rules:

Armor: 106 Bde., 9SS, 49SS, 51SS, Pz
Gren: 3SS, 15SS & 25SS

Headquarters:

OBWest - V-27	1 - LL-44
Neth - G-13	7 - Y-34
B - U-27	15 - M-20
G - RR-41	19 - QQ-31

In playing a game based on the above dispositions the Allied player should also have to observe certain historically justifiable limitations. The North Sea and Bay of Biscay invasion areas should not be used. Actually they were not seriously considered because they were out of range of effective fighter support from planes based in England. To make the Allied player labor under the burden of history along with the poor Nazi you might require him to make his first invasion in Normandy, this should even the match considerably. John E. Dotson, 212 S. 18th, Frederick, Oklahoma.

Bombing in D-Day

by James Hales

The opportunity to attack the enemy under the following conditions should not be missed.

1. A stack of three units containing 12 or more defense factors.
2. Attack of two units containing 10 or more defense factors.

Note: In either attack if 1-4 is received at least 10 defense factors are striken permanently.

Never attack a three unit stack of 9 defense factors or lower, or any two unit stack of 7 defense factors or lower. Needless to say you should never bomb a single unit. Both these rules should be waived however, if an operation or a unit is placed in jeopardy by them.

Nonessential Attacks

An enemy unit such as a 7-7-4 should never be attacked wantonly and without reason. It would be around later and could thus be attacked at a time when its removal would place a strain on the German line (he might have none or be hard put to get a replacement for it.) This use of air power to snap a strained line (I presume that a competent allied commander always keeps the German line strained even on the turn he loses the game) is an intrical thought of neglected part of the Blitzkrieg theory.

Air Power At Its Best

Thus, following these basic rules, I advocate a landing in Biscay and the use of two or three air attacks to fend off large enemy units which might move to intercept. Beginning on the seventh turn the Pas De Calais area ought to be softened up by bombing its heaviest units. Pas De Calais should then be invaded with the four other bombings held in reserve.

This plan, if properly applied, truly gives the allied player the "Best Of Two Worlds".

Operation Sandstorm

by Gary M. Dziatko

Operation "Sandstorm" is a desert BLITZ for Blue in the game of Blitzkrieg. Its purpose is a quick penetration of Big Red's borders. In order to succeed it must be carried out in an aggressive manner. First I will deal only with the units that take part in the desert operation.

The following is the starting set-up: 1st, 2nd, & 3rd Mar. in sea zone A. Also place the 1st, 2nd, 3rd & 4th. Inf. and the 14th. TAC. The Mar. units land at OO-23 and hold it as well as OO-24 (2 units in OO-24). The Inf. units and the TAC take City CC-15 and on the next turn reinforce the Mar. units. (Do not forget to keep a unit in the city and keep the TAC at sea).

Start the 3rd & 4th Armored units at L-6 and the 2nd & 16th at City G-4. These units take City U-11 then on the next turn move up the desert road.

The 17th, 18th, & 19th. L. T. units move from D-7 along with the 20th.

L. T. & 1st. Armored which start at D-8 and destroy City M-14. On the following turn fly 12 factors from City M1-4 to City CC-15 and have them join the units that are at the front. The remaining units in M-14 travel by road to the action.

City VV-25 must be taken at all costs! It makes a good air base and allows you to break-out in two directions. You will be able to reinforce the operation by air and with a little luck should be in Big Red by the 5th turn. Do not worry about your supply lines because you have a steady flow of troops coming in to the area.

Concerning the rest of the units; take YELLOW* country and defend the homeland. Reinforce the desert campaign as often as possible. (Air Force units should be sent as soon as they have been used to get yellow country. Also take GREEN country as soon as you can.

This operation is only a general idea. I have used it as I have presented it to you here and have had great success. Please use it as is or with your own changes. Send comments to: Gary M. Dziatko, 139 Adelaide St., Hartford, Conn. 06114.

* NOTE: See March '66 "General" for identification of minor countries by color.

Operation Ungawa

by Eric R. Shimer

In the last two issues of the General there were several opening moves for Blue in Blitzkrieg. Here is one for Red. It is not perfect, but it is a good way for Red to expand--fast. Ungawa makes capture of the two minor countries (White, in the North, and Black) adjacent to Red a certainty, with a good chance of neutralizing Green (between Lake Pinsky and Sea Zone C). Of course, the plan hinges upon Blue's first move and Red's necessary reaction to it. But if Blue is content with taking Yellow (bordering on Blue) and merely regrouping, and the weather holds, the entire plan is workable. If not, Red will still have White and Black.

In any case, Ungawa, when successfully completed, expands Red's supply capacity to such an extent that it is very difficult for Blue to eliminate Red units by capturing cities--They just cannot capture enough to make an airdrop worthwhile. Similarly, Red's supply lines are diffused and difficult to cut. And Red is in a good position to smash through Brown (capital city HH31) and/or Green. From this position Red can drive overland or launch an amphibious assault to get at Blue; he must wait and see what develops.

Here are the recommended starting positions:

Sea Zone D 4 rngr bns; 4 mar divs; 1 ftr wing.

CCC29 3/4-4.

DDD29 1/8-6.

RRR39 1/4-4 airborne.

BBB33 2/4-4, 1/8-4-4.

BBB34 1/4-6.

AAA38 2/4-4.

AAA40 2/6-6.

FFF45 1/8-20 SAC, 1/6-6 air assault.

RRR54 1/4-4 airborne.

BBB54 1/4-4 airborne.

YY43 1/6-6, 2/4-8 TAC, 1/4-12 ftr.

ZZ48 1/4-4, 1/8-20 SAC.

XX45 3/4-4.

TT45 1/4-4.

SS45 2/4-4, 1/8-4-4.

RR50 1/4-4.

QQ49 1/4-4.

PP50 2/8-4-4, 1/4-4.

0050 1/8-6.

NN48 2/6-6, 2/6-10 mdm.

NN49 2/6-6, 2/4-12 ftr.

On the first move the attack on Green should be launched Only if Blue has unavailable for use a sizeable force in Sea Zones C, D, or E, since the extended attack leaves Red rear areas defenseless. But under good conditions, move: WW26 3/4-4 & VV26 1/8-6 attack VV25. WW33 1/4-6 & XX32 2/4-4, 1/8-4-4 attack WW32. UU38 2/6-6 & VV38 2/4-4 attack UU37. UU42 3/4-4 & VV42 2/4-8 TAC, 1/4-12 ftr attack VV42. OO41 2/4-4, 1/8-4-4 & PP41 1/4-4 attack OO40. JJ45 2/8-4-4, 1/4-4 attack JJ46. II38 2/6-6 & JJ38 2/6-10 mdm, 3/4-12 ftr attack JJ38. *DD39 2/6-6 & DD40 1/8-6 attack CC39. *BB42 2/4-4 airborne & BB43 1/4-4 airborne, 4 rngrs attack AA42. *DD33 2/6-4 mar & DD34 1/6-4 mar, 1/2-4 mar attack EE34. *BB32 1/4-4 mar. (* denotes the optional invasion of Green; otherwise use them to best advantage elsewhere.) Home garrisons: 1/4-4 in each NN48, NN49, ZZ48; 1/6-6, 1/8-20 SAC YY43; 1/6-6 air assault, 1/8-20 SAC CCC45.

It is possible only to give the first move, and that conditionally, because in a game like Blitzkrieg, the whole complexion of the game can change rapidly. Ungawa may give Red a fast jump on extra supplies and put its army in a good offensive position, but the bulk of Blue lies ahead. Since Blue's operations are unknown, Red must use his intellect to adapt to circumstance. Eric R. Shimer, Illick's Mill Road, M.R. #23, Bethlehem, Pa.

Blitzkrieg - Offense & Defense

by Michael C. Kohn

On The Offense

During the two decades of relative

peace following World War I a revolutionary concept in modern warfare was created by England's Capt. Basil Liddell-Hart and perfected by Germany's Col. Heinz Guderian. The Blitzkrieg was not a new type of warfare, but a novel technique for bringing existing weapons into the field of battle with greater speed, strength, and surprise than was previously possible. In this view then, armor is basically a highly mobile artillery.

To fully appreciate the decisiveness of the Blitzkrieg tactic, we must define three new terms: *schwerpunkt*, *irruption*, and *aufrollen*.

The Schwerpunkt

The *schwerpunkt*, usually translated as thrustpoint (called a mass or center of gravity by the U.S. Army) is most often aimed at a weak point in the enemy's defenses where a preponderance of power in armor, artillery, and bombers converges to produce a decisive local superiority. It is the spearhead of a major campaign, the constantly shifting mass which forces the defender to attempt to maintain moderate strength in all sectors and thus gains the element of surprise for the attacker.

Irruption

A favorite tactic among generals from Hannibal to Rommel was the flank attack which enabled the attacking commander to pit the bulk of his force against the weak shoulder of the enemy's line and "roll up" the entire front. But with the advent of the machine gun, which resulted in trench warfare and static defenses, the fronts were often several hundred miles long--effectively with no weak flank. The problem facing the commander of a blitz was to create weak flanks by piercing through a section of the front with lightning-fast violence. This breakthrough on narrow frontage is termed an irruption. This being the immediate goal of the *schwerpunkt*.

Aufrollen

When the air power, armor, and artillery have created a hole in the enemy lines, and armor is irrupting through the gap in force to enclose the newly developed flanks in a pincers, a critical situation once again threatens the attacking commander. To keep the blitz alive the attacker must keep open a line of supply to his irrupting columns, i. e. he must prevent the defense from resealing the gap in his lines. In addition, the armored columns are susceptible to vigorous attacks on the flanks.

These problems are solved by a maneuver called the *aufrollen*, literally rolling out. While the main body of armor advances, penetrating deep into enemy held territory, smaller groups depart from the main column at right angles to the direction of advance at specified intervals, providing cover

for the flanks of the advancing armor and preventing enemy from closing the gap. As a result the defenders are forced to retreat creating a deep pocket in the line. This was most graphically demonstrated by the Battle of the Bulge.

Tactics of the Gap and Pocket

Even when a pocket has been formed in the enemy's front the fighting does not become conventional, but a new *schwerpunkt* is formed and thrust either at the mouth of the pocket to widen the gap or deep inside the pocket in an attempt to sever the defensive line. This latter technique was used very successfully during the Spanish Civil War. The process is repeated several times until the front finally disintegrates.

Once the gap has been formed, and armor is proceeding to route the remnants of the defense, mechanized infantry shock troops are poured into the pocket to widen the gap and defeat in detail any surviving units. When the pocket is cleared of resistance, static infantry units are brought up to occupy the ground gained.

The Air Pocket

Strategic and tactical air assaults often accompany an armored irruption. The alert commander, however, will not abandon the rest of the battle to the remaining ground forces, but like the armor below will fan out his bombers creating a pocket of dominated air space. This serves two purposes. In addition to pressing the attack further, the widening pocket of air control interdicts the sectors behind the front lines making retreat or relief of the engaged units difficult or impossible.

Logically then the process is as follows: The goal is a flank attack, the method--irruption. To achieve irruption, attack on narrow frontage is employed. Concentration of forces enables the commander to fight on a narrow front. The aim is concentration of forces, the method is organization, mobility, and surprise.

On The Defense

Whenever a new weapon or tactic is developed, counter measures are soon found. So it was with Blitzkrieg. Capt. Liddell-Hart, in the early days of mechanized warfare, diagnosed the problem as one of preventing a devastating flank attack before reserves could be brought up. He devised the checkered line as a defense against this tactic.

The Checkered Line

Liddell-Hart's defense, singularly adaptable to wargames, consists of placing small units checkerboard fashion behind a fortified line. Each unit supports each of its neighbors, and also serves as a built-in paratroop screen. These units serve as delays enabling the defender to bring in reserves in time to cut off the blitz. Most important of all, the checkered line prevents

the *aufrollen* maneuver from widening the gap and protecting the flanks of the irrupting armor.

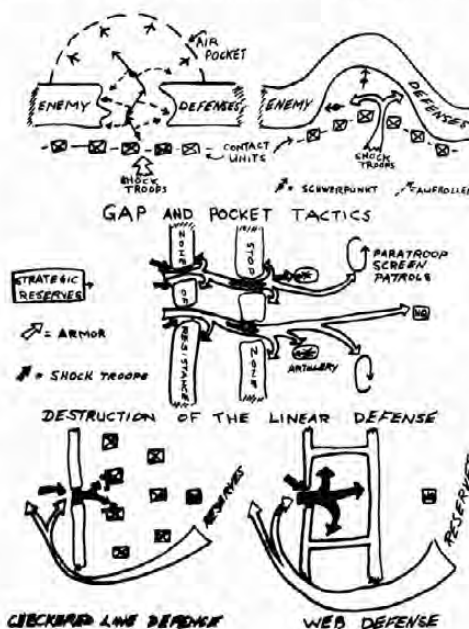
For example: before the British fell back to the Alam Halfaya ridge at El Alamein, they had positioned their forces in a checkered line which sustained many attacks before numerical losses required retreat to the more easily held ridge. Rommel's inability to roll up the front by a flank attack has been cited as the reason for the defense's success.

The Web Defense

Col. F. O. Miksche, shortly after the outbreak of the Second World War, proposed another defense--the web defense and counter-blitz. This defense is characterized by two parallel fortified lines connected by transverse barriers. Thus a series of rectangular zones are sectioned off and act as a sieve, slowing the rate at which armor may penetrate its nests of mutually supporting fire. When the armor does break through the first fortified line, the front can't be rolled up due to the presence of the transverse barriers. The flanking maneuver is stymied and the armor is overextended, caught in a web of crossfire and prey to guerilla-like combat teams armed with anti-tank weapons. The time has come for a counterattack!

The Counter-Blitz

But where should the attack come? In the guerrilla zone? No! This would be using strong armor and air force reserves against the powerful spearhead of the attack--a most inefficient and costly deployment of troops. The counter-blitz should strike in front of the gap formed by the original blitz rolling across the weaker infantry units attempting to widen the gap, and surging forward to take supply centers in the enemy rear. The armor in the guerrilla



zone is now isolated and must attempt to link up with reserves or be defeated in detail at the defender's leisure.

Thus the initial advantage gained by a violently executed attack has been neutralized. The aggressor can minimize the danger to his supply lines by less rapid advance, but this effectively takes away the source of the blitz's power. As is often the case, the tactic's weakness is a direct result of its strength. Michael C. Kohn, 1900 Pendleton St., Columbia, S. Carolina.

What to do With Minor Country Troops

by Joseph Antosiak

The article in the March issue on troops for the minor countries in BLITZKRIEG was excellent. To save the Research & Design people some work (perhaps they can put this new-found time to use designing a World War I game?), I should like to propose the following as a starting point for an addition to the Battle Manual to allow for these new troops.

1. Rule (5) under "Minor Countries" is deleted. It is assumed that the 2 factors formerly lost by the invading country represented losses due to the actions of the "invisible" army.

2. The City Capture Table is revised as follows:

	4-7	8-11	12-15	16-19	20-23	24 up
1	1	-	-*	-*	-*	-*
2	2*	1*	1*	-*	-*	-*
3	3*	2*	2*	1*	1*	-*
4	4*	3*	3*	2*	2*	1*
5	5*	4*	4*	3*	3*	2*
6	6	5*	4*	4*	3*	2*

The reason for making the invader fight for a city is that it is assumed that the people of the city will offer resistance if their army is not there. If units of the minor army are in the city, the battle is resolved as if it were any other, and this table is not used. Naturally, if one country allies itself with another, troops may pass freely through each other's cities.

3. In addition, minor cities may not be used by foreign powers for supply, air transport, etc., unless:

(a) The two countries are allies, and the minor country's "ruler" has given permission;

(b) The invading power has captured all the cities in the minor country.

4. Minor armies receive replacements at the same times as major armies, subject to the following:

(a) A minor army may never exceed its first-turn strength.

(b) The replacement rates in factors-per-turn for each army are: YEL-

LOW & GREEN 3 each; WHITE & BROWN 2 each; BLACK 4.

(c) A minor country receives no more replacements after its army is completely destroyed (no cadre).

5. Panzer-granadier units may, and armored cavalry units may not, conduct beach landings.

In addition to the rules, here are some "helpful hints" on playing with these new units:

1. The WHITE units may be made on the reverse side of BLITZKRIEG or MIDWAY units for; the GREEN, use the reverse side of units from most other games. Change BLACK to GRAY and you can make theirs out of ordinary cardboard. For BROWN, try using white squares with red lettering; for YELLOW, the same but with blue lettering.

2. For added interest, designate one or two of the YELLOW or WHITE infantry units as "desert" units. No, they don't desert when the fighting starts; they are the only units whose supply requirements do not double while in the desert, and they move 1 extra square per turn when traveling cross-country in the desert.

3. My last comment deals with Scott Duncan's article, also in the March issue, on computing casualties. Why not add a rule to the effect that, when casualties go beyond a certain level, the people at home start complaining and transmit their dissatisfaction to the troops, who either desert or defect? When casualties get too high, the commander would have to remove either a pre-determined number of combat factors (desertion), or twice that number (defection). Or the guilty commander could remove a certain number while the opposing commander added that many to his own forces.

Comments? Send them to Joseph Antosiak, 2715 Lakeview Cir., Beaumont, Texas 77703.

How to Play Bismark Without Expending Energy

by Lincoln Clark

with Modifications by Mark Nickerson

Admiral Lutjens, are you forever taking the deep six with your splendid vessel because your opponents use crooked dice and peek over screens? If you nod emphatically yes, have hope. This article may permit you to last a few days longer.

Around here, the Bismark is quickly clobbered by the British Admiral outguessing the German and deducing a pattern. Other than running away (which merely postpones the inevitable), the only way of preventing the British from deducing a pattern is not to have

one. While I am probably not the first person to conceive such an idea, no one else has had the unbridled arrogance to lay it before the general public.

To create this weapon takes only a half-hour, shirt cardboard, scissors, and magic marker. Cut out twenty-five squares of the same size, and label them one to twenty-five. Find a suitable container with a lid and the job is done. Before you lies the equipment designed to give you peace of mind and the British Admiral, headaches.

To use this system, imagine the Bismark to be at the center of a box five zones to a side, twenty-five squares in all. In a given turn, the Bismark can go to any of these she wishes, discounting land squares. After a turn is checked off, assign each of the possible squares that the Bismark can go to a number.

Then shake the container thoroughly and pull out a card. There you have it. Instant relaxation and random pattern!

The theory behind this stolid, non-thinking approach lies upon the fact that the British have only seven capital ships to cover twenty-five squares. Therefore, it is possible for the Bismark to never even contact a capital ship during the entire game. Unfortunately, I have yet to see this utopia come true.

Consider, for instance, the following game. The Bismark, alas, lost, but managed to keep the British busy until the morning of the 27th. I was Herr Lutjens, enjoying my usual terrible gunnery (meeting the Renown and Repulse three times and sinking neither does things for the morale), while the British couldn't miss to save their souls. The best I could do was retire from the Battle Board quickly. In some miniscule way, it made up for my gunnery deficiencies. Still, in twenty-two turns there were only four contacts and three battles.

This system throws the problem to the British. He cannot rely on a plot of previous movements to tell him what to do. The best he can do is place his ships in a blind pattern and hope the Bismark stumbles into a square that he is in.

Neither of us claim that this method of playing will win. It is rather an attempt to even the odds against the Bismark. The pressure is now on the British player. He can only hope for a chance meeting, for he cannot extrapolate the plot. If he concentrates, he has less chance of finding the Bismark. If he goes one ship per square, he can be defeated in detail or escaped from, as the Bismark wishes. Comments to (LC) 54 Westford Street, Chelmsford, Mass., (MN) 30 Lincoln St., Watertown, Mass.

Combat Results Analysis

by Tony Leal

The standard combat results chart for AFRICA KORPS, STALINGRAD, etc., may be analyzed by giving numerical values to each of the results and taking the average to get a combat value for each of the basic odds divisions.

result	value
A ELIM	-2
A BACK 2	-1
EXCHANGE	0
D BACK 2	+1
D ELIM	+2

For each of the basic odds divisions there are 6 possible results. We may now average the 6 numerical values to get a combat value.

basic odds	standard		
	A surrounded	D surrounded	
< 1-6	-2	-2	-2
1-6	-2	-1.83	-1.83
1-5	-2	-1.66	-1.66
1-4	-2	-1.5	-1.5
1-3	-2	-1.33	-1.33
1-2	-1.16	-.83	-.66
1-1	-.5	-.33	-.16
2-1	-.16	0	+.16
3-1	+1	+1	+1.33
4-1	+1.33	+1.33	+1.66
5-1	+1.66	+1.66	+2
6-1	+1.83	+1.83	+2
> 6-1	+2	+2	+2

It is now an easy matter to arrive at the best possible way of fighting a multiple-unit battle. Simply list all of the odds and average their combat value to get a total battle value. The arrangement which makes this total battle value a maximum is the arrangement which has the best possibilities of success.

The battle value will also tell what should be expected in the battle. For example, a battle value of +1.6 should yield most of the defenders back 2 plus good chances that a few will be eliminated.

As a specific example, I will analyze the battle given in the September 1965 issue of "The General". (Volume 2, No. 3, page 7, Contest No. 9).

Defender	Attacker
501	1, 20, 7
502	554, 562
506	2, 124
CCR	8, 561, 9, 553
327G	17

Odds*	Combat Value
5-1(S)	+2
1-1	-.33
3-1(S)	+1.5
3-1(S)	+1.5
2-1	+.33
sum = +5	

*(S) = surrounded

Now divide the sum by the number of battles.

total battle value = +1

Other arrangements in this particular battle may give a higher battle value than +1. If so, they should be followed when fighting the battle.

It may be argued that a value of 0 for EXCHANGE is incorrect since an exchange is advantageous for the side which has units left over to capture the ground. A small change in the table can fix this. For odds of 1-2 or less, let exchange = -1/2; for 1-1, the 0 value may remain; and for odds of greater than 1-1, a value of +1/2 may be given.

The battle value must not be computed over too large an area since a soak-off on one part of the board will cancel an automatic victory on another. The value would be meaningless.

The method affords a good mechanical procedure for finding the best way to fight multiple-unit battles. It is, of course, not practical to calculate every possible arrangement of units, but in play-by-mail games, a longer period of time is available.

In the example above, there are 7 German units which could attack any of 2 Allied units and 5 which could attack any one of 3. This gives a maximum of $27.35 = 31,004$ possible battles. (minus a few since every allied unit must be attacked at least once). It would take too long to compute all of these, but certain rules can be followed. 1) Get as many surrounded battles as possible, 2) stay above 2-1 and 1-3 if possible since these give the biggest numerical jump on the table.

On to Brussels

by Ken Hoffman

Most of us play WATERLOO tactically, or, at best, grand tactically. I used to do this. One night I decided to look at WATERLOO from a strategic standpoint. Here is the strategy I developed:

The Allies (as I'll call the P-A-A) have one supreme weakness - that is the point at which their reinforcements enter into the game. Most players forget about Tilly and QB and head for

either the woods between QB and Nivelles or even further west in the area between Nivelles and Braine Le Comte. This is playing right into their hands. Your strength, mildly dissipated at first, is further spread out due to the fact it's a bit of a walk to Nivelles from Fleurus. So as you get to the woods or the Nivelles-southwest road, your forces are chewed up bit by bit - defeat in detail.

My idea, strategically, is to attack down through Tilly to where the east-west river intersects with the Thil River and then to swing west and north. Presto! No flank! Yes, I know, here comes the rebuttals. You'll say the Prussians are too strong to wipe out when you head for Tilly. You'll also claim that the 3-space pass at Tilly is too small to allow a safe passage of the bulk of your army. First the Prussian Army, while being equal in infantry artillery stacks (five 15-high stacks for both sides, not counting the corps at Marchienne au Pont and Gosselies) is by no means equal in cavalry. You can put up three 15-high stacks, while the Prussians have to be content with one 13-high one. So when you join in battle at Tilly (or slightly south of there) he is (or will become) tactically flankless. You can use a pincer movement with your cavalry. His few cavalry pieces will be quickly used up in delaying action. Secondly, the 3-space at Tilly is wide enough. If you defeat the Prussians at Tilly he will be able to hold you up in the small pass with his cavalry for a while-----but how much cavalry does he possess?

Your opening set-up (all in stacks of 15 on the Fleurus-Charleroi secondary road) should be in this order: cavalry, infantry, infantry, infantry, cavalry, infantry, cavalry, Imperial Guard, Napoleon. This lets your cavalry cut out fast, but doesn't leave it out on a limb. Your infantry should cross the river as fast as possible. Reille's 2nd Corps at Gosselies is to be used to cover QB from an English break-out (highly unlikely) in the first four hours. After four hours D'Erlon's 1st Corps will take over the job, and the 2nd will be free to either protect the flank or continue all the way to Tilly.

You had better be a good tactician - for Tilly is the tacticians' paradise. Both armies join right in the middle, with, of course, the French cavalry on the Prussians' flanks. A poor tactician can botch the whole operation by allowing too many powerful Prussian units to escape from the first battle of Tilly. Don't attack until you can get your entire strength available at Tilly. A premature battle means curtains for the French.

There's one thing to watch out for: that is some players get very panicky should the Tilly battle require several

hours more than expected. Don't worry! You're hurting the Prussians more than you're hurting yourself. Also, instead of having a lot of little formations, have less big-ones---sort of like the Army of Northern Virginia! For instance, use 1 cavalry stack to replace the losses of the other two. Use up some weakened infantry to replace the losses of others so you have a very organized and compact army. This is important so you can bring a lot of strength to bear on one turn.

Pretty soon the Allies will get out of QB and fall back to the line of the Genappe River. Once again, he can barely reinforce the Wavre front so you continue to use your cavalry as a spearhead---confusing the Allies and getting in their way so they can't form a cohesive defense line.

Once you've broken the line of the LaLasne River he's had it. Remember ---keep cool and you'll be in Brussels on June 19th.

Any comments will be very gladly received at my home address: Ken Hoffman, 266 Carroll St., New Bedford, Mass. 02740, Attn: WATERLOO.

Songstress Harriette Blake Plugs the Games

How far would you go for an Avalon Hill Game? A mile? Two miles? How about 800 miles? That's exactly how far Michael Blake traveled just to visit Avalon Hill.

"Some kind of nut," you say?

Young Mr. Blake lives in Chicago with his mother, Harriette Blake, whose singing career takes her all over the country. But Michael prefers to stay in Chicago, playing you-know-whose-games instead of making these trips to all of the big cities in the four corners of the country. (Yes, we guess he is some kind of nut.)

However, when Mrs. Blake was scheduled for a Baltimore appearance in the Playboy Club, Michael decided that he must accompany her for the chance to visit the makers of those games.

Of course, we felt flattered by it all as we are when anyone wishes to visit our offices and plant. The ludicrous part is that there really is nothing much to see at a game-making place except the fun-filled side trips where one can watch the printing presses chew up the troop counters and the shipping clerks manhandle the special handling packages.

Meanwhile, back at the Club, the big brass of Avalon Hill were enjoying a between-shows tete-a-tete with Harriette Blake, herself (see pix.) Mrs. Blake turned out to be quite a charming chanteuse who found time to rave about

Avalon Hill to her audience.

Mrs. Blake has an excellent voice. Her current hits, "Turn Around Boy", and "Two of Us" have gotten her scheduled for personal appearances on the really big TV shows. Her song-styling will make her quite a singing star of the future. Look for her soon.

Also, look for Michael Blake who might just turn up in your city searching for an Avalon Hill opponent as fanatical as he is.



BETWEEN SHOWS: The big brass at Avalon Hill chat with popular chanteuse Harriette Blake (with orange juice). Seated left to right are Mr. & Mrs. A. Eric Dott, Vice-President, Mrs. Blake and Ted Wienert.

A Walloping in Waterloo

by Tom Eller

Here is a French opening move for Waterloo which ensures the capture of the heights in front of Quatre Bras, and, inevitably, QB itself. Below are the important movements for this objective.

Units:	Start:	Stop:
6-4	LL20	DD25
2-6, 3-6	LL20	BB27
2-6	LL20	BB25
6-4, 6-4	MM20	EE23
5-4, 6-4	LL21	EE22
Three 5-4's	OO16	GG21
Three 5-4's	OO15	KK19
4-6, 3-6, 3-6, 2-6	PP15	HH22

You will observe that the first move for all the French units is not given. Only those units participating in the QB attack are shown. The rest can be positioned and moved at the individual player's option. Here is the second turn.

Units:	Start:	Stop:
6-4	DD25	BB25
6-4, 6-4	EE23	AA27
3-6	BB27	AA27
2-6	BB27	AA28
Three 5-4's	GG21	BB26
Three 5-4's	KK19	DD23
3-6	HH22	BB25
6-4	EE22	BB25
5-4	EE22	BB24

The cavalry group on HH22 can be employed on the QB front if necessary, but should usually continue on its way to the east and end up on II30, in support of the I Corps. The 5-4 on BB24 is used for a soak-off against AA25. It can be augmented with some of the cavalry, if necessary. Units on Z27 and Z28 can be taken care of with the cavalry adjacent to them, and HH22 can supply any additional soak-off units you might need. Depending on what the PAA player has done in his turn, you can either hit everything on AA26 at three to one, or you can soak off again and smash one of the units at four or five to one (assuming there are two). Thus the hilltop position is effectively broken, and the PAA player must continue the battle, which is foolish as well as expensive, or he must withdraw, which is bad for him at this early stage. The other French units should close in from the west.

The French player should continue to push in the center, exploiting his advantage, with secondary drives through Tilly and Nivelles. The PAA player is by no means finished, despite his loss. His last natural defense line is the Genappe river, which must be broken quickly. A capable opponent can slow the French advance to a crawl with 1-6 and 1-4 units, so all advances should be spearheaded by cavalry formations to help break up and cut down on these tactics. Never pass up an opportunity to attack the enemy at good odds. He cannot afford to take many casualties among his heavy units if he expects to put up a stiff defense. Don't let one portion of the front outrun the others or the enemy will most likely cave in your extended flank and chew up your troops badly. Defeat in detail is the big thing for the French to avoid. As long as you can keep a fairly cohesive front, you are doing fine. Drive down the road to Brussels relentlessly; never let up for a moment. Your best chance for victory lies in using the defection rule.

For you PAA players, the best strategy is an avid use of the weak units for delay. These can be conserved by the following method: Alternate these units with stacks of two 6-4's which are accessible from only one square. For example, on the first turn, you can place a 1-6 at CC19 and DD15, with the 6-4's at BB17, and another group of 6-4's at BB21. The French can only make snail's progress at minimum cost to yourself using this method. He can always attack at relatively poor odds, but sustained losses will slow blue progress even further later on.

There is no defense against the French opener outlined above, but you can put powerful groups of units at Z27, Z28, Z29, AA26, AA25 and AA24 to

extract the maximum toll of French soak-off units, thereafter using delaying tactics or a limited battle. Nivelles will be jeopardized by the fall of Quatre Bras, but you should not give up without a bitter struggle in this area, thereafter conducting a slow retreat. The entire PAA strategy can be summarized as one of holding a position as long as possible and then conducting a slow withdrawal. Make a last ditch effort in the forest de Soignes. Counterattack if the Frenchman gives you a good opportunity to do so. It is important to conserve your troop strength, however.

A few closing remarks. The PAA player can hang on to good defense positions even if there is a hole nearby, by plugging the gap with a delayer for as many turns as feasible. Some delaying units should be sent south from Nivelles on the first turn and more thereafter to delay the I Corps advance. The delaying units are generally all the troops you will have to send here, since a successful delaying action will keep the French away until the reinforcements from Braine-le-Comte make the scene. Delay by Tilly is easy because of the wooded terrain.

Comments, poison-pen letters and the like should be addressed to Tom Eller, 3100 63rd Avenue, Cheverly, Maryland 20785.

The Principles of War for the AH Wargamer

by M. J. Frankwicz
former Capt., U. S. A.

Capt. W. L. MacMurdy, U. S. A.
M. Brundage, Editor

The Principles of the Objective

Why must we study the Prin. of the Obj. first before all the others? Because, as General Sherman said, "War is Hell." War is not something we can do on a random, or first-come, first-served basis, nor something that can be done on a progressive basis, like a baby who learns to crawl before walking. Rather, Gentlemen, when one wages war, one enters the most violent of man's activities and he had better know where he wants to go before he starts, because he's going to be stung every step of the way. This is why the objective is the first principle of war.

Setting the Objective

An objective is a goal that is within your ability to reach. Every military operation must have a decisive and attainable goal before you can do anything else. The objective must be set

first or the remaining principles are useless.

The Three Levels

There are three levels of objectives, if we discuss them we can make the definition and the intent of this principle clear.

The Final Objective

First of all, there is Ultimate, Main, or Final Obj. For the A.H. wargamer, it is the conditions of victory as set in the rules of the game. For example, in the basic BULGE game, the German player wins if he either (a) gets any 20 units across the Meuse... by his Dec. 23rd p.m. 'turn, or by (b) eliminating all U.S. units on board. Often you get a choice like this from among two or three.

The Intermediate Objectives

The next level down the ladder, are the Intermediate Objectives. This is where the real brain power comes in. These are the major accomplishments, made in planned sequence, that must contribute toward gaining the Final Objective. (Think about that for a moment.) If you were playing BLITZ-KRIEG, for example, one plan for attaining the Final Obj. might involve these Intermediate Objectives.

(1) To attrition the enemy, stinging him for X number or more combat factors before your main battle forces join. (2) Then get him to commit as many of his forces, as possible, while holding a maximum of one's own in reserve for the "Big Bang". (3) From there try to maneuver him to a battleground of one's own choosing and (4) there try to gain the balance of power in the resulting battles to (5) increase or at least hold the balance of power. And then if done well enough complete the Final Obj. by (1) eliminating him, or (2) by occupying all of his home country cities for one complete turn.

These and others like seizure & control of critical terrain, (such as, the Quatre Bras area in Waterloo), destruction & nullification of a part of your opponent's forces in a key sector, (such as, encircling & destroying the maximum possible U.S. Forces east of the Ourthe Rive in BULGE); or the accomplishment of something within a certain time frame, (such as, the speedy fall of Tobruk in A.K.) are all examples of Intermediate Objectives.

The Local Objectives

The third level, are the Local Objectives. These apply to the goals attained within one or two moves on one section of the gameboard. These like

the intermediate must contribute toward accomplishment of the next highest objective. You can have actions going on to accomplish one or a number of these during a single move. At times, you'll find that combat may not be necessary to accomplish a local objective, (such as, finding Minsk, a decent little communications center, is yours for the taking, as the German play in STALIN-GRAD.) At the same time a number of other local objectives are being strived for, of course. Local tactical Objectives are of immediate interest, because you have to take care of them now & in the next move to keep the game moving. But they are only of value as contributors to the higher objectives.

Notes & Suggestions

Capt. MacMurdy says, "Choosing objective is easy; picking the appropriate ones is something altogether different. First, insure that you understand the final objective or ultimate objectives (the victory conditions). Then plan your attack to proceed logically from local to intermediate to final objective(s). For knowing where you're going is half the battle."

Especially, remember don't play the game in a random, move by move, style. Though the mechanics of the game are such that it looks that way, don't think that way as you play. Think of what you want to accomplish first. Also, it is always a good idea to re-read the rule & keep the final objective foremost in mind. It helps keep you from becoming confused about the rules as the game progresses.

Editor's Notes

For high points & definitions see underlined words & phrases.

Jared Johnson is doing a survey & hasn't had much luck in getting anybody to participate. He says it's for a worthy cause (A.H.?) How about answering his ad in the May '66 GENERAL, 4th col. from left; 4th ad down from top.

Size up your opponent (the enemy), the gameboard (the terrain), the weather factor if involved, & Your own strengths & weaknesses, (both on the board & in your head.) Remember, this process begins when you prepare for play & should be constantly reviewed & revised as the game proceeds. By keeping a few notes & analyzing them at the end of play you will know where your thinking was good & bad.

Next issue: beginning the Principles of Mass & Maneuver... Myron R. Brundage, 2437 W. Sunnyside, Chicago, Ill.

Moscow at 3 to 1

by Jack Donovan

Many words have been written about perfect Russian placement but contrary to the fact there ain't no such thing as a perfect Russian placement. The perfect German plan we shall now discuss was good enough for the German General Staff and it will also be good enough for us. The German plan was to place the bulk of his armor and armored infantry in the north central area and drive toward Leningrad and Moscow with the prime object of capturing Moscow and dividing the Russian armies in two. In the south between Brest Litovsk and the Black Sea the German was to tie up as much of the Russian army as possible without absorbing too much in the way of losses. Here then is our perfect German plan including the division of the units into 3 army groups. The 3 army groups shall be designated as Army Group South (A.G.S.), Army Group North (A.G.N.), and Army Group Finland (A.G.F.), each of these groups shall have a definite area of responsibility and number of troop units attached to it as follows:

Area of Responsibility	A. G. S.
	All ground South of Brest Litovsk
UNITS	
8-8-6	-
7-7-6	-
6-6-6	-
5-5-4	4
4-4-6	-
4-4-4	17
3-3-6	1
3-3-4	-
Finnish	-
Rumanian	-

A. G. S.	A. G. F.
All ground	Finland
North of Brest Litovsk	
4	-
2	-
4	-
4	-
2	2
4	-
-	-
2	-
-	ALL
-	ALL*

*The Question Box of the March 1965 issue of The General states that the Rumanian troops can be started in Poland or Finland.

Now that we have placed our forces let us go now to the strategy to be followed.

1. In the south, A. G. S. will be used

to tie up as much of the Russian Army as possible. This is done by placing 6 units of (4-4-4) and one unit of (3-3-6) between LL-12 and the Black Sea, 6 more units of (4-4-4) must be placed next to Hungary so as to be able to move thru Hungary on the second turn of the game, to attack in the area of GG-11 and 12 and JJ-11 and 12. The balance of A. G. S. would be placed between Z and EE. In the south the German should only attack when he can attain odds of 3 to 1 or better. As the game progresses the Russian will be forced to withdraw units from the south to bolster the north central section. When the Russian south has been weakened sufficiently for the German to break through the German should drive toward Moscow as a primary target with Stalingrad as a secondary target, using only enough troops at Stalingrad to press the Russian but not completely defeat him.

2. In Finland, considering the German strength here, there are many possibilities that can and must be explored. The German can attack at 3 to 1 on a 5-7 or 4 to 1 on a 4-6 and still be able to protect its flanks from a Russian break through to Helsinki. The German can also attack Leningrad at 1 to 2 if the Russian places a 4-6 or 5-7 in the city. These 1 to 2 attacks can be repeated until the German wins (defender back 2 or exchange) or until the Russian places more than one unit in Leningrad. If in the area north of Leningrad the German can win (elim) a Russian unit on his first turn the Russian can be pressed into withdrawing and he could not think of counter attacking because he would not have enough units to attack and protect his flank at the same time. If the German can tie up 4 to 6 Russian units in the north for a period of time and threaten Leningrad and/or Moscow the Russian must commit reserves in the north in order to protect his cities, therefore he will not be able to fully reinforce his front in the north central section.

3. In the north central section A. G. N. now carries the ball. In this area there are 3 areas where the point of emphasis will give you the desired break through results. Of these areas the area at S-18 and S-19 is of the first order of importance, especially if a 4-6 appears on square S-19. A 3 to 1 attack against S-19 will allow the German to cross the river no later than the second turn. In conjunction with this attack a 1 to 1 attack against R-18 could leave the unit on S-18 pinned in. The area of the second order of importance is square V-19, a 3 to 1 attack with soak off can be achieved at this point with the result being the German crossing the river at this point. The area of the third order of importance is the area around Brest Litovsk, AA-15,

BB-15, here if a 5-7 is placed in AA-15 or a 4-6 in BB-15 a 3 to 1 attack with soak off can be achieved and Russian transportation across the front is halted.

If the Russian places his units so as to have more than one unit per square, so much the better, these three areas are still the places to attack and these attacks will still work.

The Russian by stacking will be forced to leave holes in his line that he can not protect. Once the German crosses the Nemunas river (no later than the second turn) he must fight at least a total of 4, 3 to 1 or better battles across all his fronts on each of the next 3 to 4 turns to win. Less than 4 battles per turn will allow the Russian some help from his replacements. The German, in the North Central section, based upon the Russian defense, must decide if he wants to take Leningrad or Moscow first. Of course if A. G. F. has taken Leningrad early in the game, and this can happen, then Moscow is the goal. One of these cities must be taken early in the game (before the end of winter) so as to reduce the Russian replacement rate.

If this plan is followed with the prescribed number of 3 to 1 attacks and crossing the Nemunas river on time the German cannot fail to win.

I would appreciate any comments or criticisms on this plan. Jack Donovan, 15150 S. Diekmann Court, Dolton, Ill.

Bulge-View from Paris

by John A. Rancourt

Any veteran Avalon Hill Wargames player knows that the most enjoyable game is one with both play-balance and historical accuracy. Battle of the Bulge, an excellent game, retains both of these with the tournament rules minus weather and one-way traffic.

First of all, I wish to point out that the following is not another unbeatable strategy. I feel that no strategy is unbeatable. It is only an effective way of slowing down and driving back the German forces. This strategy has been used often by me successfully and should seem logical to anyone who has played a few games.

A competent German commander will see the importance of the heights about Clervaux and will try to take them on the first turn by advancing after a 6-1 or a 5-1. He may also cut a road in the middle of the Northern hills to trap vital units there and prevent them from reaching the important areas. The Allied player cannot do anything about this but pray. However, when his turn comes and he gets off his knees, here is a plan it might be wise to follow.

Firstly, if there are any hill or river positions left that are valuable he should

take them. Secondly, since the area around Malmedy is filled with hills and one American division can hold the Germans forever, all units, minus those needed to hold road, river, and hill positions, and reinforcements should be sent to where the German drive will be easiest, and probably strongest, toward Bastogne.

Because the Allies never outnumber the Germans at the start of the game, their's should be a totally defensive battle until they are strong enough to launch a successful counter-offensive. Allied attacks are sometimes disastrous since the units involved may become engaged and either encircled or attacked with overwhelming odds.

Fortresses are quite useful and often I prefer them to fortifications. I usually build them in strategic places to block the German advance. A string of them well manned can stop a German attack cold. However, I find that they come in most handy defending the areas between the forests and rivers of the North-West sector, that is, just West of the Ourthe River. I usually send all the units I can spare to build fortresses there, and by the time the Germans arrive there, there may be a double wall which can stop nearly anything until the Allies receive enough reinforcements for a counter-attack. I always try to save my units so I can have construction going on behind my lines to make the defense even stronger.

I like to keep my strategic bombing attack until I can get twenty or more points of armored units. Anything less is a waste and it is better to have it hanging over your opponents head.

When the final corps comes on, provided there is no emergency for it in the defense of the Meuse, I bring it in deep in German territory. This drive cannot be stopped by the small units there and your opponent will have to withdraw some armor to stop it or he will have his supply lines cut. If the Allied losses are great, then the final corps should be kept for defense and the commander should wait out the time limit.

One method of conserving units is to make sure that your unit always has a retreat route open even if it costs a few extra squares.

Above all, the Allied Player should never leave a gap in his lines. If can mean sudden death for obvious reasons. Also you should capitalize on the enemies gaps if any occur, since one unit going through a gap can raise havoc with supply lines.

This is the essence of my strategy and the one which I think works best. Comments or criticism is welcomed. Write John Rancourt, 38 Sanger Ave., Waterville, Maine 04901. Next issue: The Bulge: View from Berlin.

PBM Substitution of Units in Blitzkrieg

by Mark Rosenberg

At present, there is no method to break larger units into substitute units, and vice-versa, simply and quickly when playing Blitzkrieg by mail. The following system was devised by me in order to remedy this situation.

When a person wishes to break a larger unit down into a group of smaller units he simply draws a box around the larger unit on the Order of Battle Sheet and prints a capital letter, for instance, A. He then draws a box around the substitute units that the larger unit is to be broken into and prints the same letter as the larger unit, as in the case A.

If one wishes to combine substitute units to make "Order of Battle" units he does it as described above, except that he prints small letters. By using different letters it is possible to break many units down and vice-versa.

When the defender gives the "Battle Results" (Section 4) he sometimes finds it necessary to split larger units into substitute units. All he has to do is to use the method described before. However, it is preferable to use a different-color pen or pencil and different letters to make it easier to distinguish the attacker's substitution from those caused by combat.

This system makes it possible for substitutions to be made without having to use Section 1 (Comments) or the margins. I hope all you fanatics adopt this system or at least know how to use it when your opponent uses it. All comments and criticism should be addressed to: Mark Rosenberg, 187 Kings Point Road, East Hampton, N. Y. 11937.

Nuts to Bulge Conditions of Victory

by Michael Mitchell

After reading the article "Conditions of Victory" by B. K. Branch in the May 1966 issue many questions in my mind were left unanswered. It appeared he considered the Russians unworthy of victory if they stop the Germans from attaining their goals in Stalingrad. He considered the Allies unworthy of victory if they stop the Germans from attaining their goals in Afrika Korps. He also considers the Americans unworthy of victory if they stop the Germans from attaining their goals in Bulge.

However, I noticed nothing was wrong with the Germans staying on the defensive, slowly pulling back to the

Rhine, and winning a victory in D-Day. I fully expected him to say that the Germans should at least drive the Allies back to Paris for a half victory. For the Germans to win a full or decisive victory they would have to drive all but five or ten Allied units off the continent. (Any less result would be a continuing threat to Germany, and is a stalemate).

I realize that the above is foolish. The Germans would seldom win. I feel that the German player deserves victory if he can keep the Allies from crossing the Rhine in fifty weeks.

Now let us compare Mr. Branch's conditions of victory for Bulge. He states that the Allies should not win if the time runs out on the Germans. In most games of Bulge that I have played this is the way the Allies usually win. At the beginning the Allies cannot hope of seriously hurting the Germans, because of the Allied units' position and the fact that he is at a one to three disadvantage. He therefore must take the defensive. By the end of the game Allies might have a one to one but this is doubtful due to the fact that the Allies lose a number of units before they can assemble a decent counter-offensive force.

As was told the German people before this campaign "Our armies are again on the march; we shall present the Fuehrer with Antwerp by Christmas," the Germans needed a fast win to obtain their objective. If the Germans didn't get at least across the Rhine by Dec. 30 their hopes for victory were very slim. In the actual campaign the Allies lost less than half of the 200,000 German casualty total. These German losses couldn't be replaced and even if the Germans held out longer in Battle of the Bulge this would have brought the inevitable Allied victory sooner.

In conclusion I state that it is quite reasonable for the Allies to have victory if the Germans aren't across the Meuse in force by December 30. This really gives the Germans more time than they should be allowed.

I will not take the time or space to discuss the similar conditions of victory for Stalingrad and A.K. I feel that in these games the Allies deserve victory if they keep the Germans from attaining their goals, just as the Germans deserve victory in the similar conditions in D-Day. Comments: Michael Mitchell, 614 West Tipton St., Seymour, Indiana 47274.

St. Peter Wins PBM Tournament

Mark St. Peter of Detroit, Michigan has won P.O.W.'s first annual PBM tournament. With a come from behind

performance he registered two opening wins in Tactics II, beat the tournament leader with the Germans in Stalingrad, and then clinched his victory via an Afrika Korps decision which edged out Alvin Files of Oklahoma who claims second. Mr. St. Peter is a true champion and will return to defend his crown in Pennsylvania's second annual tournament.

This announcement is made to all who missed the previous General. The Doubles Tournament will officially start July 31, 1966 and run a full year course. A team is composed of two wargamers taking opposite sides in the same game and playing a similarly matched team. To be eliminated both team members must be beaten in the same game. A team gets 3 points per victory, 1 point per loss, and a bonus of two points for eliminating the opposing team.

All A.H. current land-battle games will be used but each team must own 3 games jointly, when you decide which games your team owns, and the order in which you want to play them, send this information along with a self-addressed stamped envelope and a \$1 entree fee per team, to P.O.W., 128 Warren St., Sayre, Pa.

All those unable to find partners may write to P.O.W. at 516 E. Diamond St., Hazleton, Pa., being sure to state what games you own and preferences in partners. All entry's must be post-marked July 31, 1966 to be insured of a fair starting position.

The Second Front

By S/Sgt. Louis Zocchi

It has been called to my attention that many of the readers considered "Operation Gulp" somewhat less than perfect. These heretics had the audacity to point out that my attack on CC15 violated the rule which states that ground units must be used in conjunction with air units to subjugate a city. Air power alone is not permitted, they claim, and then blatantly refer me to page 6. Ha! These wild eyed radicals go on to proclaim that artillery can't attack AA42 or EE34 by sea because of rules on page 4. Again I say Ha! Not contented with the blasphemy previously perpetrated they go on to point out that the 4-4 unit cannot attack AA42 after invading the beach since you can't use road bonuses on an invasion turn. #12 page 5. Now I ask you, have you ever heard such balderdash in your entire life? But please don't be too harsh on them I beg of you. Obviously these upstarts are not among those of us who are familiar with Zocchi's Dirty Dozen (Vol. 1 No. 1)! I have been informed that this article was responsible for a

revulsion or revolution (I can't remember exactly how they phrased it) in the war games industry.

No doubt, these unenlightened individuals tried to play the opening just as it was written instead of using it in conjunction with the "How to win without really playing" article published in the first issue of the General. They have turned their unjustified wrath upon me and leave me no recourse but to enlighten them on the merits of opening a second front.

The first factors to be considered when opening a second front are terrain and weather. Invite your unwary opponent to call at your house about 11 a.m. for lunch and a game. Schedule the match for a day when it will be raining or snowing. When he arrives, allow him to ring your door bell at least 20 times. Eventually he will tire of this and start bashing the door with his knuckles. Just before he leaves in disgust, dash to the door in your bathrobe and ask him why he arrived so early. Explain, with a forced show of congeniality, that you were taking a shower and didn't hear him at the door. Invite him in and promptly help him off with his coat.

The next step requires a bit of practice. If you have a dog, secretly teach him how to snatch the coat from your hands and drag it to the furthest corner of the room. With a little training you can coax your dog to lay down on the coat and growl in a menacing manner every time anyone approaches him. If you don't have a dog, fling his coat on the floor with gay abandon and tell him not to worry because the floor needed cleaning anyway. If he is cold or wet, force him to put on your mother's sweater and then promptly shove him into a chair before he has had a chance to get a good look at the room. Make sure he sits in the chair you have placed a child's toy on. This is not only painful, but he will feel very embarrassed when you inform him that he has just ruined poor little Tommy's favorite plaything. Explain to him that if he will get the game out and set it up while you are getting dressed, he can help you save time. Then dash off without telling him where you have hidden it. If you have a dog, he can be very helpful during this phase of the operations. All he has to do is growl and snap at your guest every time the poor boob tries to move. Make sure that the room is a mess before he arrives so you can explain that you were planning to clean it before he was supposed to arrive at 1 p.m. After a few moments of frustrated looking, he is sure to ask you where you keep the game. Mumble something incomprehensible from the other room in reply to his question. This will cause him to raise his voice and ask again. Repeat this routine until he is shouting

at the top of his lungs. At this point, have the woman in your life (mother, wife, etc.) stomp into the room and indignantly announce that his bellowing has awakened little Tommy from his nap. Then have her say something like "and just what do you think you're doing in my sweater?" At this point, you re-enter the room and ask her if she would mind preparing lunch for both of you. She promptly hits the ceiling and delivers a blistering tirade against your silly war games and how she can't get a lick of work out of you since you've been wasting your time with free loaders like that worthless (have her look pointedly at your guest and stop speaking as though she suddenly realized that he was here). Then, she spins on her heels and says to you in heated anger that since she has to do your work as well as her own, she hasn't the time. With a false show of bravado, give a hollow chuckle and tell your friend that you'll fix the lunch. Leave him stranded with nothing to do while you wisk off to the kitchen. At 5 minute intervals your woman should re-enter the room, stare pointedly at your guest, and ask "Are you still here?" While you're crashing around the kitchen, tell your friend where you have hidden the game and ask him to get it out. Be vague. Say something like, "look in the desk." Don't tell him which drawer. This way, he must open all the drawers and search thru each one. While he is in the process, have your mother catch him in the act with a withering blast like, "And just what do you think you're doing in MY desk?" Don't volunteer any information on your friends behalf and if he solicits your aid, deny everything. I recommend serving him hamburgers that have been rolled in dry oatmeal before frying. They are delicious and have an unidentifiable taste. After your friend has consumed his burger, have your mother call to you from the kitchen because she can't find the Gainsburgers she left in the freezer and it's time to feed Fido.

With a look of astonishment, inform her that you thought they were hamburgers and that you and your friend have just eaten them. When your mother comes in to question you further about this, she notices that your friend is drinking out of the Blue cup. She should then say, "Billy, you know that only Uncle George uses the blue cup because he is dying of contagious lung cancer. If anyone else drank from the blue cup or ate off of his special blue plate they might contract the disease." You quickly smooth things over by explaining that his cup wasn't as dirty as the rest of the dishes you used. At this point she checks to see if he is eating off of the blue plate. That's when she discovers you served his Gainsburger on

Fido's dish. Laughingly explain that Fido is clean and healthy since you sprayed him for fleas yesterday. Scratch yourself vigorously while you go on to explain that since your friend is sitting on Fido's favorite chair, and looks so much like Fido anyway, you forgot yourself. Have her nag you some more about doing some work around the house while you and your friend are setting up the game. Be sure to have a strong light shining over your shoulder when you play. He gets all the glare and has difficulty seeing what you're up to.

The last suggestion I make was pulled on me by Carl Knabe. Get some old scratchy records that have a remote military theme. Carl has a few beauts to which he subjected me. One of them was "The Meadowlands March", the theme song of the Russian army during WWII. At 8 bar intervals, Carl would inform me that this was "The Meadowlands March", the theme song of the Russian army during WWII. Every 8 bars mind you, and the darn thing was an LP! He has another pip which features the sounds of Her Majesty's Cold Stream Guards as they spit shine their boots for a royal inspection. Distractions like this are particularly effective when played at full volume and your speakers are situated around your opponents head like a pair of ear muffs. Your opponent must shout above the din when he wants to talk to you and this brings mom out on a dead run. She chews him out for awakening little Tommy again and then asks him if he must listen to that stupid record at such a loud pitch. Here is where she discovers the broken toy and demands to know who broke it. Say nothing. This puts the burden of reply on him. If you still can't win, take up the study of Voodoo or try Plan "Smaller Bite" which was devised by John Schaefer of 2709 Norbert St., Flint, Michigan 48504. He sent this to me as an improvement over "Operation Gulp".

Original Positions	Units	Final Positions
L-7	3 Inf. 4-4's	T-11
L-6	3 Inf. 4-4's	U-12
J-13	3 Inf. 4-4's	N-14
J-12	3 Inf. 4-4's	M-13
L-19	2 Armor 6-6's	Q-16 & P-16
S-23	2 Arty 8-4-4's	W-21
	1 Inf. 4-4	
P-15	1 Inf. 4-4	W-20
Q-16	2 Armor 6-6's	DD-25
P-16	1 Armor 8-6	DD-24
	1 Armor 4-6	
S-25	3 Fgtr. 4-12's	BB-31 (then S-25)
V-33	2 Mdm. 6-10's	BB-31 (then V-33)
S-22	2 Armor 6-6's	BB-30
U-26	1 Inf. 4-4	Y-26

U-27	1 Inf. 4-4	W-27
T-26	2 Arty 8-4-4's	W-26
	1 Inf. 4-4	
S-25	1 Armor 8-6	S-25
	1 Armor 4-6	
V-33	2 Marine 6-4's	V-33
O-28	1 Marine 6-4	O-28
	1 Air Assault 6-6	
P-29	2 Armor 4-6's	P-29
	1 Inf. 4-4	
P-29	1 Tac. 4-8	P-29
	1 Fgtr. 4-12	
At Sea	4 Rgr. 1-4's	At Sea
	3 Inf. 4-4's	
	1 Tac. 4-8	
D-7	2 Airborne	BB-15
	Inf. 4-4's	
Q-16	1 Sac. 8-20	CC-15 (then Q-16)
P-16	1 Sac. 8-20	CC-15 (then P-16)

Need Some Facts?

KAMPF gives you the facts behind the battle as well as the story of the battle itself. Organization, Order of Battle, combat strength and much more is presented in a manner Avalon Hill fans will find easy to understand.

Issues out already include; The Battle of the Bulge, The Invasion of France (1944) and Guadalcanal. Coming are issues on Jutland, German Weapons of WW II, German Army Organization and Order of Battle in WW II (in detail) (2 pamphlets), North Africa 1940-43, Waterloo, World War I (1914) and Korea (1950-51). These commercially printed, 24-40 page pamphlets are published and sold (\$1.00 each) at the same frequency and rates as the Avalon Hill GENERAL. Send orders and requests for further information to: KAMPF, 8512 5th Ave., Brooklyn, New York

Question Box

Q. The supplemental rules state that 8 German Factors can be started in Finland. The March 1965 General Question Box states that the Rumanian troops can start in Finland. Are the Rumanian troops in addition to the 8 German factors?

A: No - but can be part of the 8 German factors.

AH PBM League News

Those of you wishing to participate in adding new games to the game list and suggesting play-balance rules should contact our Games and Rules Committee, c/o Palmer Kocher, 1441 Cathrine Street, Harrisburg, Penna. 17104. The league has been unable to keep up with the new games.

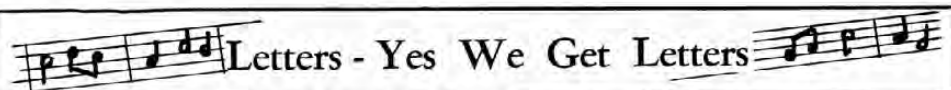
Please accept the offices' apology on the new tables just sent out. Notice the 2:1 column: Change the last A to 1/2A. Bruce D. Mathews, 423 West First Street, Cloverdale, Calif. 95425.

Design 3

Design 3, a new wargaming publication, aims at those readers who like to design and revise games. Serious students of military science will find the nomenclature in each issue indispensable to their studies. D3 has access to, and will print, a tremendous amount of military information unavailable to most.

The first issue (May-June) contained the actual Corps artillery list used for instruction in the Infantry School.

For further information and price listings write to John Adams, 10 Juracka Pkwy., Schenectady, N.Y. 12306.



Dear Sirs:

The article "More Game Spoofs" (May issue) was amusing, but it failed to capture the true spirit of Avalon Hill wargaming. My associates (who prefer to remain anonymous) and I have captured this essence in our game, Atrocity, in which two armies compete with each other to commit as many atrocities as possible on the civilian population of a city. Players get points for committing specific atrocities as defined by the Geneva conventions and the Hague conference. Atrocity is still in the design stages. Myself and my associates have, however, decided to go on to bigger and better things. This summer we are beginning work on our first historical game, Warsaw Ghetto, which we intend to complete at all costs.

In true Avalon Hill style we are trying to contact Gruppenfuhrer SS von dem Bach-Zelewski, who commanded the whole affair, to authenticate our game. Bach-Zelewski managed to escape execution by the Nuremberg Tribunal only by shooting his second-in-command, becoming a prosecution witness, and waiting long enough to come before a German court (which according to Gen. Clay's theory would promote German self-respect) where he received a ten year suspended sentence of "special labor."

I think you will agree that these games provide the ultimate in gut-level excitement. All threats should be addressed to James Cocroft Associates, 501 Hunter Rd., Glenview, Ill. 60025.

Guadalcanal Clarifications

The following Appendix of Questions & Answers should be inserted into the current Battle Manual for Guadalcanal game. The Battle Manual has not been reprinted as yet, thus we suggest that you refer to the following until such time as a second printing of the Battle Manual becomes available.

COMBAT

Q. Is a Unit surrounded (enemy Units in all six adjacent squares) in the jungle forced to attack?

A. No, because he is not technically in an enemy zone of control.

Q. Do defending Units attacked from coastal squares double their factors when attacked by Units that moved overland first?

A. No. Defense factors double only when assaulted directly after sea movement. Also, combination sea and overland attack undoubles defense factor of Units attacked from coastal squares.

Q. What happens to a Unit that suddenly finds itself forced to attack at 1-7 odds or worse?

A. It is eliminated before normal combat is resolved. The defender does not advance in this case.

Q. What happens to a soak-off Unit that is eliminated by artillery fire before normal combat is resolved?

A. It is removed immediately. However, a new soak-off Unit is not required and remaining Units are not required to attack the enemy Units that were being soaked-off against by the eliminated Unit.

ARTILLERY

Q. If a stack of Units containing, say 9 factors, is reduced by artillery fire to 8 factors, which column are succeeding shots rolled on?

A. The "4-8" column.

Q. Can non-firing artillery be fired on?

A. No . . . unless it is in the same square with enemy artillery that is firing. In this event the firing player has the option to select enemy non-firing artillery to absorb such losses that may occur.

Q. Can a player accumulate Units of Fire even when he has no Artillery in play?

A. Yes.

Q. When incorporating the optional rule of varying artillery ranges, how does this affect the 7-square-range point scoring?

A. Amend the victory condition to read, "... within range of Henderson Field."

HIDDEN UNITS

Q. What happens when an invading U.S. Unit lands directly onto a hidden Jap Unit?

A. U.S. Player places it back on any adjacent sea square and must attack. Retreats would be eliminations in this instance for U.S. Units.

Q. May the Jap player hide only some of his Units on a square?

A. Yes.

Where Avalon Hill Games Are Available

The following names of wholesalers supplement the list printed in the last issue (Vol. 3, No. 1). These lists represent dealers who have stocked

Avalon Hill games recently. If your favorite dealer has not yet been listed, drop us his name and address so that we may include him in the next printing.

Associated Sales Agency 12 S. 20th Street Birmingham, Alabama	L & R Sales Company 2914 V Street, N.E. Washington, D. C.	Ouchita Candy Company, Inc. 215 Walnut Street P.O. Box 1872 Monroe, Louisiana	Greenman Bros., Inc. 35 Duval Street Micksville, New York 11801	J. Spokane Company, Inc. 1106 Fifth Avenue Pittsburgh, Pennsylvania (19)
Samm Sales Company 703 No. 21st Avenue Phoenix, Arizona	Leah Distributors, Inc. 10804 Tucker Avenue Baltimore, Maryland	Kramer-Baltimore 319 Parkway Baltimore, Maryland 21202	Blumberg & Sarun 95-35 Buxton Boulevard Jamaica, New York 11414	Sharon Toy Distributing Company 531 Mineral Spring Avenue Pawtucket, Rhode Island
Copper State Mercantile Co. 424 No. 4th Avenue Tucson, Arizona	Miami Toy Company, Inc. 3615-25 East 10th Court Miami, Florida	Garrison Toy & Novelty Co. Box 9906 Bethesda, Maryland 20014	Alex Forest & Sons 2335 New Hyde Park Road New Hyde Park, New York 11043	Malin Wholesale Company 526 North Main Street Providence, Rhode Island
Berry Dry Goods Company Fort Smith, Arkansas 72901	Brown Wholesale Company P. O. Box 4025 Ft. Lauderdale, Florida 33301	Heico Sales Company, Inc. 208 Camden Street Boston 18, Massachusetts	Prober & Peltz 35 East 21st Street New York, New York	Leitner Distributors Box 5905 Columbia, South Carolina 29205
Cash Wholesale Company 6900 Purling Road Little Rock, Arkansas 72204	Wabco-Triangle Company Box 44-554 Miami, Florida 33144	Northeast Hobby Dist., Inc. 735 Concord Avenue Cambridge 38, Massachusetts	Onopolsky & Toy Co., Inc. 1925 Park Street Syracuse, New York 13208	Ortall Bros. & Company 36 West Calhoun Street Memphis, Tennessee 38103
Riatt Distributors Company 2454 E. 27th Street Los Angeles, California 90058	Gulf Coast Mercantile Company 315-117 E. Palafox Street Pensacola, Florida	Fellow & Company 9 Betty Street Everett, Massachusetts	Biddle Purchasing Company Post Office Box 743 Church St. New York 8, New York	Ollum & Borne 1725 Bayler Street Dallas, Texas
Federal Wholesale Toy Company 1200 E. 26th Street Los Angeles 23, California	Juvenile Products, Inc. 211 Fifth Avenue, North St. Petersburg, Florida	Eastern Toy & Novelty Company Box 361 Lynn, Massachusetts 01903	Wm. Gurdin Company 37 Hudson Street Yonkers, New York 10701	G. K. Harris Sales Company 9221 Diplomacy Row Dallas, Texas
Pensick & Gordon 5201 Florilla Street Los Angeles 24, California	Witt Distributing Company Southern Variety Wholesalers 1119 South Avenue Columbus, Georgia	New England Trading Company 1 Mercer Road Methuen, Massachusetts	I. C. Elman Company 1900 Section Road Cincinnati, Ohio 45227	Southland Distributors, Inc. 7811 Ambassador Road Dallas 35, Texas
South Bay Wholesale Co. 10201 N. Ciesler Blvd. Los Angeles, California	Pacific Brokerage Company Box 1415 Honolulu, Hawaii 96806	Kaufman Brothers, Inc. 125 Focke Road Pittsfield, Massachusetts	Isack Toy Corporation 2001 Spring Drive Cincinnati, Ohio 45214	Thoreson Sales Company 1000 Oregon Street Dallas, Texas 75207
Southwestern Nov. Company 330 S. Los Angeles Street Los Angeles, California 90013	Ed. Tribout Wholesale 1701-03 West Main Street Belleville, Illinois	M. Sharr & Company 200 McGrath Highway Dorchester, Massachusetts 02143	Forchheimer Company Box 2478 Columbus, Ohio 43213	York Hardware Company 115 San Francisco El Paso, Texas 79901
American Toy Company 520 Fallon Street Oakland, California 94607	Cotter & Company 2740 Clybourn Avenue Chicago 14, Illinois	Sidney Robinson Company Wholesale Toy Distributors 10547 West Warren Avenue Dearborn, Michigan	Ohio Stationery 1966 East 24th Street Cleveland, Ohio	Frontier Savings Stamp, Inc. 11 North Jackson Lubbock, Texas
Oakland Toy Company 841 San Leandro Street Oakland, California	Globe Wholesale Company 2102 S. Carpenter Chicago, Illinois 60608	Harry Ormsby & Company 5305 12th Street Detroit 8, Michigan	Fun Fair, Inc. 1514 South Detroit Toledo, Ohio 43624	Thermal Supply, Incorporated 11 North Jackson Houston, Texas
Toyland, Inc. 501 Second Avenue San Diego, California 92101	A. G. McClurg & Company 333 East Ontario Street Chicago 11, Illinois	Gateway Sporting Goods Company 3477 Mercer Kansas City, Missouri 64111	George Farbe Company 409 East Hill Oklahoma City, Oklahoma 73105	Lachman-Koff Company Post Office Box 1470 San Antonio, Texas 78206
Toyland, Inc. 450 Fourth Avenue San Diego, California 92101	Novelty Sales Agency 1725 West Division Chicago, Illinois	V & A Distributing Company Post Office Box 271 Bridgeport, Montana	The J. K. Gill Company 408 South West 5th Avenue Portland 4, Oregon	L. R. Smith-Wholesaler 114 North Stratton Street Ottensberg, Pennsylvania
California Motion & Toy Company 571 Market Street San Francisco 7, California	Therobault-Glass Company 4622 Milwaukee Avenue Chicago 30, Illinois	Mutual Distributing Company 1120 Capitol Avenue Omaha, Nebraska 68102	Berr & Company, Inc. Prince & Chestnut Streets Lancaster, Pennsylvania	Riverside Wholesale Company 101 Main Street Burlington, Vermont
Dubhan, Garrison & Hayden Co. 2 Kansas Street San Francisco, California 94109	Thompson Distributors 2050 N. Campbell Chicago, Illinois	The Paul E. Bourque Co., Inc. 608 Willow Street Manchester, New Hampshire	General Hobbies Corporation Allegheny Avenue, at Boulevard St. Philadelphia 34, Pennsylvania	Quality Hobby Distributors 1220 Wisconsin Avenue Norfolk, Virginia
Oscar Klein & Son Toys 1375 Mission Street San Francisco, California 94103	Hoey's Toys 36 E. Kinzie Avenue Riverside, Illinois	Felix V. Bass & Company Madison-Berlin Road Madisonfield, New Jersey	B. Paul Model Dist., Inc. 413 East Allegheny Avenue Philadelphia 34, Pennsylvania	Benson Sales Company 408 East 18th Street Norfolk, Virginia 23501
F. Lazarus Company 2001 V. 140th Avenue San Leandro, California 94577	Midstates Appliance & Supply 1022 E. Adams Street Springfield, Illinois	H. Orenavit & Company 1209 Central Avenue Hillsdale, New Jersey 07205	A. Ponsoppe Sons 1012-14 Chestnut Street Philadelphia 7, Pennsylvania	Unique Merchandise, Inc. 1134-14 South Alfo Place Seattle, Washington 98108
Belco Sales Company 651 North Fairfax Los Angeles 36, California	Kipp Brothers 240 So. Meridian Indianapolis, Indiana	Star Toy Distributors 64 Howard Street Irvington, New Jersey 07111	Mike Feinberg 1736 Penn Avenue Pittsburgh, Pennsylvania 15222	Frederick G. Wolf & Son 2102 Pacific Avenue Tacoma 3, Washington
Alberta Book & Novelty, Ltd. 131-7th Avenue East Calgary, Alberta, Canada	Mayne Hardware Company 614 S. Harrison Street Fort Wayne, Indiana	Samuel H. Horowitz & Son 394-400 South Second Street Brooklyn, New York	Gateway Hobby Distributors, Inc. 2845 Liberty Avenue Pittsburgh, Pennsylvania 15222	Barry Cole Company 330 Burnett Renton, Washington
Electronic Distributors 1004 Speer Boulevard Denver, Colorado 80201	Ted Feinberg Company 2202 Harding Road Des Moines, Iowa	Shepher Dist. & Sales 2300 Linden Boulevard Brooklyn, New York 11208	Minsky Bros. & Company 117 Third Avenue Pittsburgh, Pennsylvania 15222	M. W. Kaach Company 310 North Water Street Milwaukee 2, Wisconsin
Ribb & Company 4600 East 48th Avenue Denver, Colorado	Variety Distributors 7th & Spring Marion, Iowa 51537	Sluiker Bu'Kay 21 Center Street Kilbuck, New York	Milton D. Myer Company 600 Second Avenue Pittsburgh, Pennsylvania 15218	The Jay Mills Company 3128-38 N. Fairfield Avenue Chicago 14, Illinois
Middlesex Merchandise Co., Inc. 10 Cooley Avenue Middletown, Connecticut	The Butcliffe Co., Inc. 225-227 South 4th Louisville, Kentucky	Folk's Model Craft Hobbies, Inc. 314 5th Avenue New York 1, New York	Pittsburgh Wholesale Distr. 1728 Smallman Street Pittsburgh, Pennsylvania	

Other clarifications that will be inserted directly into the Manual include:

1. In the Basic Game, the condition of victory where either player wins as soon as he occupies Henderson Field for 2 consecutive turns applies only between September 25 and November 20 inclusive.

2. Under Hidden Movement, U. S. Units that are adjacent but not in enemy zones of control do not have to attack hidden Jap Units but have the option to do so provided U. S. zones of control fall on such hidden Jap Units.

3. Under Artillery Fire, Hidden Jap

Artillery that fire must be placed on board. Also, artillery may not fire into squares in which the existence of enemy Units is in doubt.

4. Under Psychological Effects, the effect applies for the current turn, only.

5. Under Casualty Table, (page 6), Combat factors may not be transferred between Units of different types such as armor for infantry and (in Optional Rules) artillery of different ranges.

6. Under Withdrawal of U. S. Marines (page 12), add the 1st Raider Unit as part of the 1st Marine Division.

Contest No. 13 Winners

The winners were those who effected an exchange on the first battle, a retreat on the second battle, and an elimination on the third (2-1) battle. Only 4 submitted the perfect paper.

1. Charles E. Johnson, 3539 S. 40, Lincoln, Nebraska.
2. Drue L. DeBerry, 4230 E. Falcon Cts., McGuire AFB, N. Jersey.
3. Kenneth Hoffman, 266 Carroll St., New Bedford, Mass.
4. Michael McGraw, 910, 1427 Central, Memphis, Tenn.
5. William L. Witmer, 128 Arch St., Elizabethtown, Penna.
6. K. V. Wittmann, 10 Lexington St., Newark, N. Jersey.
7. Thomas Olszowy, 279 Solbiesz St., Buffalo, New York.
8. L/Cpt. J. T. McAniff, USS Pocoyo, FPO New York.
9. Stephen Gilliatt, Forest Hall, Carbondale, Illinois.
10. Steve Larson, 16140 Morrison St., Encino, Calif.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill game.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

Coupons can be used towards the purchase of games, parts, play-by-mail equipment and the General. They are valid only when ordering direct from the Avalon Hill Company. Coupons are not redeemable at retail outlets.

25¢	25¢
SAVE THIS COUPON	
GOOD TOWARD THE PURCHASE OF ALL AVALON HILL PRODUCTS	
JULY, 1966	

Opponents Wanted Form

Because subscriptions to this magazine have quadrupled in the past year there has been a flood of opponents

wanted ads. We now find it necessary to limit them in order to get them all published. Beginning with the September issue, therefore no ad will be inserted unless written on the following

OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

CONTEST NO. 14

You, as DE Commander, must sink the submerged U-Boat with but one depth charge remaining. It has to be a direct hit on the U-Boat that is hidden in one of the six squares, A-F.


In accordance with the rules of U-BOAT the DE may only reach, at most, 3 of the possible 6 squares the U-Boat may be hiding in. On the Depth Charge Sheet draw a line showing the exact path of where you are moving the DE. Then mark an "X" in the square you think contains the U-Boat. In addition, also write in what you think its exact depth is: 100', 200', 300', 400' or 500'.

The exact location of the U-Boat will be determined by the closing N. Y. Stock Exchange transactions of August 8, 1966. The last digit of the sales-in-hundreds column will be consulted; Goodyear for the square location and I. B. M. for the depth.

GOODYEAR		I. B. M.	
Digit	Square	Digit	Depth
1	A	1	100'
2	A	2	100'
3	B	3	200'
4	B	4	200'
5	C	5	300'
6	D	6	300'
7	D	7	400'
8	E	8	400'
9	F	9	500'
0	F	0	500'

Entries must be postmarked no later than August 7, 1966. Print your name and address clearly and make sure you list the Avalon Hill game you wish as prize.

Depth Charge Sheet

	C	F
	B	E
	A	D

Name _____

Address _____

City _____

State _____

Prize _____

der decision. Dis ad applys to der central part of Oklahoma. Contact Steve Tinsley, 1505 S.W. 61 Terr., Oklahoma City, Oklahoma 73159.

How would you like to be on the side of a man who commanded the 82nd Airborne Div., was in command of the 19 Airborne Corps, was in command of the UN forces in Korea, and was the Chief of Staff of the United States Army??? If so write: General William Speer, CG-USAC GHQ, 103 Spring Rd., Malvern, Pa. 19355.